Amendments to the Claims:

This listing of claims will replace all prior versions, and listings, of claims in the application:

Listing of Claims:

1. (Currently amended) A [video line shuffling] method for shuffling a plurality of video lines; the plurality of video lines being grouped into a plurality of blocks, whereby the video lines are shuffled within each said block, comprising the steps of:

applying a first shuffling function to a plurality of lines within a first block to generate a first plurality of permutated lines, the first shuffling function [having a first block size parameter] using a first block size parameter B_1 and a first increment parameterI_1; and

applying a second shuffling function to said first [the] plurality of permutated lines within a second block to generate a second plurality of permutated lines, the second shuffling function using a second block size parameter B_2 [having a second block size parameter] and a second increment parameter I_2.

2. (Original) The video line shuffling method of claim 1 wherein line displacement in each shuffling function is limited to be within a block defined by the respective block size parameters.

3. (Currently amended) The video line shuffling method of claim 2 wherein line displacement within [each] said first and second blocks is limited by the respective increment parameter I_1, I_2.

4. (Currently amended) The video line shuffling method of claim 1 further comprising the step of applying a third shuffling function to said second [the] plurality of permutated lines, the third shuffling function having a third block size parameter B_3 and a third increment parameter I_3.

5. (Currently amended) The video line shuffling method of claim 4 further comprising the step of applying a series of shuffling functions to a series of [the plurality] pluralities of permutated lines, the series containing at least one shuffling function having a respective block size parameter B and a respective increment parameter I.

6. (Original) The video line shuffling method of any one of claims 1 to 5 wherein the block size parameter of one of the shuffling functions defines a block having at least one boundary coincident with a boundary of a block of another shuffling function.

7. (Currently amended) A video line shuffling method utilizing a shuffler at a first location and a deshuffler having a memory at a second location, the method comprising the steps of:

sending a first series of data shuffled according to a first permutation from the shuffler to the deshuffler;

sequentially writing the first series of data into the memory such that data is written into a memory location immediately after that memory location has been read,

sending a second series of data according to an inverse of the first permutation from the shuffler to the deshuffler; and

writing to memory locations defined by the data in the inverse permutation such that data is written into a memory location ~~immediately~~ after that memory location has been read.

8. (Currently amended) A method of writing data into a memory having C columns and R rows defining a plurality of memory locations, the method comprising the steps of:

dividing the data into lines wherein each line contains a first length of data;

dividing the lines into subsets each having a second length being smaller [that] than the first length; and

writing each subset into a selected row and column range of the memory such that each time a subset is written, the selected row is incremented by a value I.

9. (Original) The method of claim 8 wherein I is selected so that each row has data written therein within a minimum selected time interval.